

Cemu - Bug #5

Controller input not being fully detected/functioning properly

02/25/2019 08:50 PM - Darkemaste

Status: Accepted	Start date: 02/25/2019
Priority: Normal	
Assignee: Petergov	
Category: Input	
API:	GPU Vendor/Model:
Cemu Version:	

Description

Certain titles that appear to only have partially functioning input/only certain buttons or movement work.

This includes:

- Not being able to turn left or right in Chasing dead, both movement & button input seem to work.
- Not being able to turn left or right in Ziggurat, movement input seems to work, no button input seems to work.
- Not being able to navigate in The Book of Unwritten Tales 2, partial button input seems to work.
- Not being able to progress beyond the title screen in Mario Kart 8 with a wiimote, no input seems to work.

History

#1 - 03/11/2019 09:21 PM - Exzap

- Status changed from New to Accepted

- Assignee set to Petergov

#2 - 07/04/2019 12:46 AM - Zalnor

- Category set to Input